

## TAPE A

### 1 ► BRIAN JACKS SUPERSTAR

© Martech

**Introduction** The object of this game is to challenge and try to beat Brian Jacks in a series of eight physically demanding events. These events have been chosen by Brian to test not only the competitor's strength and stamina, but also their skill and co-ordination.

The instructions have been kept to a minimum. Most of the strategy involved is for you to discover.

**Playing Instructions (Joystick only)** IMPORTANT: The Commodore 64 versions of swimming canoeing, running and cycling, incorporate "POWERSYNC" This means that the rate at which you move the joystick from side to side to build up power must be synchronised to the screen action. As in real life, speed of movement in these events must be built up gradually. Wild thrashing about at the beginning will achieve very little.

In the one player option you will first go through a qualifying round, to see if you are of a suitable standard, before you are accepted as a challenger. (You have to remember that Brian is a very busy man and can only find time to fight off serious contenders.)

In the two player option you will be playing against a friend, but once again, if you obtain a suitable score you will get the chance to compete against Brian. Should both of you be of the required standard the one with the higher score will go through as the challenger.

To select which option you require, push the joystick forward or backward and the cursor will move between the two options. Once you have decided on the game you want to play press the fire button.

#### 1 Canoeing

Gradually increase the stroke rate by moving the joystick from side to side (powersync).

To correct drifting into lane markers hold the stroke slightly longer on one side.

#### 2 The boat shoot

Move the sight across using the joystick. To fire the crossbow bolt, press the fire button.

#### 3 The 100m sprint

You will need to be fast to qualify. Powersync at the start only.

### 4 Squat thrusts

You have 60 seconds in which to complete as many squat thrusts as you can. A squat thrust will not be counted if either your knees do not come up to your elbows or your feet do not move back over the line.

Moving the joystick to one side moves you in that one direction only.

### 5 Swimming

Increase your stroke rate by moving the joystick from side to side (powersync).

Every so often, you must breathe. To achieve this, simply press the fire button at the right moment. Failure to breathe correctly, when your head is under water for example, will have an unfortunate effect on your swimming ability.

### 6 Arm dips

You have to do as many arm dips as you can in 60 seconds. To complete one dip, press the fire button to start moving down. Move the joystick from side to side to arrest this fall and then to push yourself back to the start position.

A dip will not be counted if either your shoulder does not reach the judge's fist or your arms do not fully straighten again.

### 7 Football

The object of this event is to dribble a ball around three cones and then to try and score a goal. You have three goals at this, but you only have two minutes in which to do it.

You move using the same method as running but you can also cross the field by moving the joystick up or down. When you have reached the goal, aim using the joystick and then press the fire button.

In a two player game the goalie is controlled by the other player.

### 8 Cycling

To change up a gear, push the joystick up and press the fire button. Do the opposite to change down. Powersync operates in EACH gear.

## 2 ► ANCPITAL

© Llamasoft

### Start Screen

F3 – Game Difficulty

F1 – Stroboscopic Effects

Start – Fire Button

**Controller** Single joystick in the rear socket.

### Control Movement

**Walking** Is achieved by moving the joystick parallel to the surface you are standing on.

**Basic Jumping** Push the stick towards the opposite wall.

**Jump turn** Consists of two motions:

1. Lift off – basic jump.

2. Press fire button and at the same time lean the joystick towards the wall you are aiming for.

**Firing** Straightforward – hold down fire button for best results.

**Getting around in the rooms** There are 3 types of walls – each shows on the wall strength indicator.

**Impervious Walls** Are shown by the absence of an arrow on the indicator. These may NEVER be opened or passed through.

**Locked Walls** Are indicated by a coloured camel. These stay closed till you find and collect a similarly coloured camel key. Once achieved the wall is opened.

**Normal Walls** Show as a coloured arrow damaging these by any means weakens and eventually opens them.

**How to damage Walls** This is what you must discover and is different for each room. You must shoot specific targets, which fall onto the walls and damage them. Most screens require simple zapping of targets, others require you to touch objects (usually highlighted) which fall and do the damage. You will discover the difference.

**Camels and Goats** Keys are present in certain rooms in the form of camels. You must get these before you leave the room.

There are 5 magic goats. Each one collected adds a letter; on completion of the word "goat". You are given power to damage walls by jumping on them.

**Body Bomb** Press 'B' on the keyboard. You blow up, losing a life but at the same time you blast open a NORMAL wall, this is a last ditch measure.

**Timer** Screen count down begins at 16, when it reaches zero open walls become active. At this stage you are not obliged to leave, you can stay to open other walls, scoring and collecting keys. If you leave a room, you cannot return to collect – it will be empty.

**Mission Objective** You have to visit and de-activate each of the 100 rooms. Attempt to score as much as possible enroute.

**Help** Press 'H' pauses the game and displays text which offers advice for the screen you are on. Press any other key to resume.

**Finally** Beware of RORY the savage guinea pig.

### 3 ► SEASIDE SPECIAL

© Taskset

**The Problem** They came in search of cool fresh water. The evil Polytkians needed a site, far from their home planet to process their deadly nuclear material. Within a year they had taken over the true government (deceptively appearing as the cabinet themselves) and had begun construction of their dark forbidding planet on the shores of a pleasant natural cove. Already pumping poison into the sea the plant continued without anyone noticing – except of course the inhabitants of Rothsay Beach.

**The Hero** A diminutive beach comber, Radium Rodney stumbles upon the dreadful truth. He realises that the only way to stop the insane Polytkians is to bombard them with radioactive seaweed.

**The Game** So tonight you're going to sneak down to the shore – now renamed Rot away Beach – in an attempt to gather enough seaweed to cart back to Downing Street. Each new wave brings more of the hot brown weed ashore. Dodging the waves you pluck (at least 10) clumps before heading for the capital.

**The Nasties** The natural life at the waters edge has been mutated and our little knotted hankie hero will have to avoid all of them. The deadly jellyfish, crabs which like nothing better than to nip strangers on the toe and the bone-crunching clams, who are bored with the taste of jellyfish and heartily welcome a morsel of human flesh. Pools of livid green quicksand even disguise themselves after a high tide. Seagulls scream overhead while the whole area is patrolled by armed guards.

**Hints and Tips** Keep on the move. Never approach open clams but use the rocks as a barrier between you and jellyfish. The longer you hold on to the seaweed the higher your dosimeter climbs. Paddling in the sea is not recommended – dosimeter goes berserk. Crabs won't kill you but there's no telling where you'll hop off to, if they nip your toes. Don't stay on the same level as the guards – they always shoot to kill. If you get into a tight corner, throw some of the seaweed you've gathered. The exit at the bottom right of Rot away Beach leads directly to Downing Street.

Here you have a chance to throw back some of their poison. Best throw technique is to hold the fire button down (this gets the clump into your hand) take aim with the joystick direction then release the fire button to fling the weed. Don't use joysticks with auto repeat firing – they use up your seaweed before you've aimed the first shot.

### Setting Up

1 Use joystick port 2.

2 Use volume control on TV or monitor

3 Press fire to PLAY.

### 4 ► JINN GENIE

© Micromega

### Controls

X or < Left

C or > Right

P or W Up

L or S DOWN

SPACE Cast spell/Move alternative character

A joystick can be used in Port 2 instead (Fire button equals SPACE).

F1 selects keyboard/joystick control.

F3 selects starting level (1 to 5).

F5 starts the game.

F7 pauses the game (SPACE or joystick movement restarts).

You start with 5 lives, and gain another for every 10,000 points.

At all stages of the game you control your own character unless you are pressing **SPACE**. In screen one this will move your Sphere of Oblivion. In screen two (the courtyard wall) this will throw a spell in the direction you are moving. The same applies in screen three (the passageways) except when you can see the Magic Jar, when continued pressure will move the Jar instead. To reach the Inner Sanctum you must move both the Jar and yourself to the hatch in the bottom level.

The Inner Sanctum requires a lot of planning, quick thinking and fast reactions. You must get to the gold key and then to the jailed Wise Man to free him. You must then get the Magic Jar and the Wise Man together for the Jar to be energised. Which of the Wise Man or Jar is moved by holding **SPACE** is determined by which of them you last touched with your character. You have no power to freeze the Ifreet, but the Wise Man can be used to hold him still for a short time. The Ifreet can throw powerful spells, however, which will put the Wise Man back behind bars (you must get the key and free him again), deenergise the Magic Jar or cost you a life. You can avoid the spells yourself by quickly hiding in an alcove or standing on the stairs, but if the Ifreet passes by you that is no protection. If you get the energised Jar to the Ifreet he will be trapped by it, and you will have a short time to get there before he escapes again. If you get there on time the stopper is put in and you have succeeded. Then it is off to another city, where the guardians and the Ifreet are more skilful!

**Inner Sanctum Tactics** The Ifreet can rematerialise on a different floor at any time. It is wise to position yourself and the energised Jar near to each other, with yourself half way up a stairway, and the Jar by a stairway on a floor the Ifreet is not on (or he may attack it). As the Ifreet passes the stairway you can get the Jar to him before he has time to throw a spell at it, then rush to put the stopper in. On later cities it becomes particularly useful to position the Wise Man in ambush as well in order to hold the Ifreet (who is by now very trigger-happy) while you get the Jar and then yourself to the scene. If it goes well you will have succeeded. If not, then all hell will break loose!

**WARNING: This programme does not stop automatically. Ensure tape is stopped as soon as Jinn Genie appears as loaded on your screen, before loading 'Special Operations'.**

### 5 ► SPECIAL OPERATIONS

© Lathlarian

**A. Setting and Objective** This exciting adventure wargame is set during the latter days of World War 2.

The game utilizes a split screen and maps of various locations. Your position is shown in such a way that you are only shown what you would be able to see if you were on the ground (except the compound scenario which is an aerial photo).

Time plays an important role.

You also have a time limit you set yourself, this is a rendezvous time for your pick up plane.

Your team members have 2 specialist skills, the choice of team members is up to you. There are 30 to choose from.

**B. Restart objectives and time** – "continue saved game Y/N" to play a saved game press Y and follow instructions. N starts a new game – Objective 1-7 select from the list. Time 1-9. The number of hours to pickup is in 10's of hours e.g. 6 = 60 hours time to pick up.

**C. Team Selection** From 30 applicants choose 4 to accompany you – the team leader. At this stage you will only be aware of 1 skill per applicant. To find 2nd skill you will have to interview. This will take a full day and only 8 can be interviewed before mission commences.

When asked "interview" answer "I" will reveal 2nd skill. Having selected your team of 4 the computer will create the adventure this takes about 1 minute.

**D. 3 main scenarios** Although there are 18 maps the majority of play will be around FOREST, COMPOUND, COMPLEX

1 Forest – You are parachuted into the centre, close to the target area, the map will depict an impression as you come down; it is NOT accurate. If you select "su" or "sc" in error, escape by keying in a skill which YOU DO NOT POSSESS in your team.

Your position is shown by a flashing square. While in the forest beware of enemy patrols.

A key to the forest terrain is available by using "tf" command.

2 Compound – The entrance to the underground complex is in the centre of the compound and is constantly guarded.

The place is literally crawling with enemy personnel.

3 Complex – The underground complex is a series of passages and rooms. The display shows what you can see plus areas you have been in. You cannot see round corners!!

Apart from the East and West edges there are no dead ends all passages lead somewhere. There are 3 possible entrances and exits at the East and West edges. To exit use the "ou" command at these locations. You can only exit by the way you entered apart from the MAIN entrance.

**E. Time** Time elapsed will constantly be displayed in hours and minutes. Different actions and skills use different amounts of time, and also varies with the scenario e.g. movement in the forest takes 20 minutes in the complex it takes 2 minutes.

Its up to you how much time you need but for excitement don't give yourself the maximum.

**F. Actions/Skills** Actions are shown in the reference tables. Use of team skills is important. Only 3 skills may be used simultaneously. The team leader is proficient in all skills. BUT YOU CAN SELECT HIS SKILL USE ON 5 SEPARATE OCCASIONS.

Team skills are constantly displayed. Team member only uses skills when instructed, this is done by the "su" command you will then be asked "SKILL TO USE" enter first 3 letters of the skill. If one of your team has this skill it will be used until cancelled.

For leader skill you must first select "Lea" then follow above procedure. To cancel skill used; "sc" when asked for ACTION and first 3 letters of skill.

To cancel leader skill you MUST enter "lea" and not the skill. Note: To correct errors press z once or twice.

If you select "su" or "sc" in error, escape by keying in a skill which YOU DO NOT POSSESS in your team.

Skill use is cancelled in combat.

**G. Combat** When an enemy patrol enters 1 of the adjacent areas to the team, combat will normally occur. During combat your men will be shown at the bottom of the screen, number 1-5, team leader is number 1. The enemy is deployed at the top.

For each of your men you must select an enemy target, then move each man 2 squares by using cursor keys (5-8) or 9 for no movement.

One hit causes a wound two hits death. In order to hit a target there must be a clear line of sight. When hit the man will "flash" on and off.

After combat, a status report on your teams condition will be given with the "st" command.

**H. Saved Games** You may save the current game. Enter "qu". You will be asked to save the game position, if yes enter Y and follow the instructions.

### TIPS

- 1 keep your leader safe.
- 2 There are at least 6 completely different routes into the Compound and Complex.
- 3 Be careful in the Compound and Complex these are high security areas.
- 4 Take great care in choosing your team, get the best balance of skills.
- 5 Remember your leader can use any of the 30 skills.
- 6 Use skills to the utmost-keep trying them and find out what they are capable of.

### OBJECTIVES

- 1 Find location of the enemy compound and take photographs of it. You do not need to enter.
- 2 Find method of getting in and out of the Compound.
- 3 Find the method of getting in and out of the Complex.
- 4 Get samples of an experimental chemically based rocket fuel.
- 5 Get sample of viral agent.
- 6 Get details of the rocket guidance system.
- 7 Destroy the production area in the Complex.

### Reference Table – Actions

mn, ms, me, mw, =	move N, S, E, W, (North is always top)
in =	enter – a terrain, feature or vehicle (skills or equipment are sometimes used)
ou =	get out
su =	skill use
sc =	skill cancel
eq =	list of equipment found
se =	search (not in caves)
ta =	take (a piece of equipment)
hi =	hide (you, not the equipment)
at =	attack guards (forest only)
no =	do nothing (short periods)
w =	wait (long periods)
st =	status report on the team
tf =	terrain features in the forest
qu =	quit the game

**SKILLS** Ac(robat) Act(or) Bio(logist) Car(tographer) Che(mist) Cipi(ners) Cli(mber) Divi(er) Doct(or) Electronics Exp(losives) For(ger) Interrogator) Lea(der) Ling(uist) Loc(ksmith) Mec(janics) Mid(get) Nav(igator) Phot(ographer) Phyl(cisist) Pic(kpocket) Pil(ot) Rad(io operator) Sap(ler) Scou(t) Snip(er) Str(ongman) Una(rmed combat) Veh(icles).

## TAPE B

### 1 ► HARRIER ATTACK

© Dural

**Loading Instructions** Do not stop the recorder until the computer asks you to choose a skill level between 1 and 5 Level 1 is the easiest and 5 the most difficult.

**Playing Instructions** Your mission is to fly your Harrier over enemy territory to attach and destroy the enemy base and then return safely to your ship. To achieve this you have to take off from the ship and fly to the right, over the sea and the enemy positions, until you reach their base. You'll be under constant attack during the flight from enemy aircraft, rockets and ground-to-air missiles, plus flack from anti-aircraft guns. You may attack and destroy enemy targets (coloured black) with either bombs or rockets, but remember to leave enough in reserve to bomb the enemy base and then defend yourself during the return flight. Similarly it is important to leave enough fuel in your tanks to get back to the ship. Flying at about three-quarters speed gives maximum fuel economy. Flying at full speed, hovering or flying backwards burns up fuel rapidly. After bombing the enemy base you must return to the left to get back to your ship as flying past the base takes you out over a jungle. The game can be played either from the keyboard alone, or from joystick and keyboard combined. We recommend using the keyboard only, as this is more sensitive than a standard joystick, and gives the Harrier a faster response. If a joystick is used it should be plugged into PORT 2.

### Controls

Joystick	Keyboard	Function
←	Z	fly left and accelerate
→	X	fly right and accelerate
↑	F5	higher (and take off)
↓	F7	lower (and land)
•	F3	bomb release
	C	slow down and fly backwards
	space-bar	fire rocket
	RUN or CTRL or C =	eject

Controls can be used together to produce full flying effects Try pressing Z,X and F7 together. You will need to develop clever flying techniques to evade the guided missiles.

### Score

Enemy building	1500
Enemy aircraft (forced to crash)	800
Enemy aircraft (shot down)	1000
Land-based weapons	200
Patrol boat	1000
Safe landing	1000

### Radar

At the top of the screen your radar scan will warn of approaching enemy aircraft. A black bar appears in the top left or top right corner depending on direction of attack. At low skill levels plenty of warning is given, but at high skill levels the time is much shorter. The maximum speed of the enemy aircraft is lower than the Harrier so it can be chased and shot down even if it appears to have left the screen. However if you wait too long before giving chase it will climb out of range.

### 2 ► HUSTLER

© Bubblebus

**Loading** Turn computer on and insert tape. Ensure tape is rewound to start. Press and hold down shift key then press and release the run/stop key. Now release shift key and press 'play' on tape. Hustler will then be automatically loaded and run. Hustler is recorded on both sides of the tape

**Play** Six games available are:-

- 1 player – put any ball in any pocket.
- 1 player – pocket the balls in order.
- 1 player – put each ball in its own pocket.
- 2 players – put each ball in its pocket and score the pocket.
- 2 players – mini pool – one player goes for the orange balls, the other for the black balls – the first ball down gives you your colour.
- 2 players – one player pots in order 1 to 6, other player pots in order 6 to 1.

The cue is represented by a '+' . Move it to required position using joystick or keys, press fire button to shoot. Power gauge in bottom right corner indicates strength of shot.

Scores and fouls are controlled by your Computer. Joystick must be in port 2.

**Keys** Use four function keys to move left, right, up and down and space bar to fire.

**Note** To abort a game, press the RESTORE key – this will restart the game.

### 3 ► CHUCKIE EGG

© Anif

**Arcade style game** You have to collect 12 eggs and corn to finish the screen, but watch out, there are some nasty looking ducklings chasing you.

### 4 ► SPACE PILOT

© Anirog

Ever dreamt of roaming the open skies, engaging in dog-fights with enemy fighters. Space Pilot with its breath-taking graphics will make that dream come true. There are five screens, starting with the bi-planes of 1919 and ending with the fighters of 2001, in this 60K blockbuster.

In each screen, 56 enemy craft intent on destroying you by shooting or bombing have to be shot down. A large craft of that era (Zeppelin 1919) appears. Destruction of this craft transport you through time to the next screen. As you roam the sky, you may come across a squadron of enemy fighters. Destroy them for bonus points. You can also rescue the shot down pilots of your squadron parachuting down for bonus points.

You must survive five distinct historical periods.

**Screen 1 – Year 1919** The age of the Bi-Plane. They are slower than your aircraft but can shoot and drop bombs. Finally a large Zeppelin appears. Shooting down the Zeppelin ends the World War 1 era.

**Screen 2 – Year 1940** The age of Spitfires and Heinkels. They fly faster and fire more rapidly. You may also come across a small bomber. If you can hit it three times, you get a bonus of 1,500 points. At the end a large Junker appears, its destruction ends the World War II era.

**Screen 3 – Year 1970** The age of the helicopter gunships. They fly as fast as you and launch rockets. The age is ended by the destruction of the large helicopter gunship.

**Screen 4 – Year 1984** The jet age. The jet fighters are fast and highly manoeuvrable. They carry a deadly arsenal of missiles. The jet age is ended by the destruction of the large jet fighters.

**Screen 5 – Year 2001** The future. You are now engaged in a deadly dog-fight with super fast fighters with very special missiles. Your journey through time is completed with the destruction of the large enemy fighter.

**Scoring** In each period, you must shoot down 56 enemy fighters. Each enemy craft hit scores 100 points. Each bomb, rocket or missile destroyed scores 100 points. When 56 fighters have been destroyed, a large craft of that era appears. This craft must be destroyed by scoring five direct hits. Destruction of this craft ends the period and scores 3,000 points. You may be attacked by a squadron of six fighters. Destruction of the squadron gives a bonus of 2,000 points. In the first four screens, you can rescue parachutists. There are only three parachutists in each era. The first scores 1,000 points, the second 2,000 points and the third 3,000 points.

At 20,000 points and every 60,000 points thereafter, you get another fighter.

**Controls** Joystick – The joystick can be plugged in either port. Two joysticks can be used, one to steer the aircraft and the other to fire.  
Keyboard – : Turns the aircraft left  
: Turns the aircraft right  
. A fire.  
F7 can be used to freeze the game at any time. Press any key to restart the game.

## 5 ▶ SORCERER OF CLAYMORGUE CASTLE

© Adventure International

**How an Adventure Works** If you've never played an Adventure before, you're in for a real treat. Adventuring permits the player to move at will from location to location within the game "environment" and to examine objects for clues that will help reach the objective of the game. For example, an Adventure might begin something like this:–  
I'M IN A ROOM. VISIBLE OBJECTS ARE A RUBY ENCRUSTED BOX AND A CLOSED DOOR. TELL ME WHAT TO DO.

You might want to begin by entering a direction (North, South, East, West) to see if you can leave the room. Chances are, though, that you will have to find a way to get through 'the closed door. Let's try something basic. You type:–

OPEN DOOR  
.... but the computer tells you in no uncertain terms:  
SORRY, IT'S LOCKED. WHAT SHALL I DO?  
GET BOX  
.... and the computer responds with:  
OK.

Climb    Examine    Leave    Move    Quit  
Slay    Drop    Go    Light    Pull  
Read    Take    Enter    Help    Lock  
Push    Save    Hit

**PERUSE BOX**  
.... and the computer responds with:

SORRY, I DON'T UNDERSTAND WHAT YOU MEAN  
This is your computer's way of letting you know that it didn't understand your command. Whenever this happens, it's usually safe to assume that a word has been entered that's not in the computer's 120-plus-word vocabulary. The problem could stem from any one of several factors, including misspellings, typos, etc. Let's rephrase and try again. You type:

OPEN BOX  
This time the computer understands and you are rewarded with the following response:

OK. INSIDE THERE IS A KEY AND RARE POSTAGE STAMP.  
Since we still want to exit the room, trying the key to unlock the door might be a good idea. The postage stamp might come in handy later, too, so you type:

GET KEY AND STAMP  
But the computer responds:

SORRY, I CAN'T DO THAT .... YET!  
Ah, yes – asking the computer to get both the key AND the stamp is most definitely a COMPOUND command, something that you computer can't understand. Try again, this time asking for the objects separately. You type:

GET KEY  
.... and then:  
GET STAMP  
The computer will answer "OK" each time and you will have what you need.  
By "getting" the key and the stamp, they are stored for later use as you are, in effect, carrying them. As for your next series of moves, you might want to go to the door (GO DOOR); try the key in the lock (UNLOCK DOOR); and move down the hallway that's just outside (GO HALLWAY). You're on your way!

**Some Helpful Words** Although the vocabulary accepted by your computer is extensive, you may find the words listed below to be of great help as you set about your Adventure. Remember: These are just a few of the words available:

To end a game in progress, type QUIT. If you intend to continue the game later, be sure to save it before using this command.

**Some Playing Tips** Be sure to examine the items you find during your Adventure. Also, keep in mind that most problems and solution require no more than common sense to solve; special knowledge and information are rarely required. For example, if an area is too dark to see in, you are going to need a light to avoid disaster.

If you get stuck, type HELP and press RETURN. You may or may not receive assistance, depending on what you are carrying, where you are at, and a number of other factors. Too, be careful about making assumptions – they can be fatal!

Here is a sample to show you how you can save hours of frustration while you are having fun solving the adventure. Read the questions until you get to where you are stuck. The numbers underneath refer to the dictionary listed at the end.

Match each number with its associated word and you'll find an Adventure clue or solution!

- 1 Can not get in the castle?  
39 165
- 2 More help for above problem.  
116 99 32 53 205 1 116
- 3 Solution to above problem.  
5 190 53

Dictionary	
1	WOULD
5	CAST
32	ANY
39	TAKE
53	SPELL
99	WHAT
116	DO
165	INVENTORY
190	SEED
205	CASTER

**Saving Your Adventure For Later Play** An Adventure will often last far longer than the time available in a single sitting. You may save the game you are playing and return later to take up where you left off. To save a game in progress, type SAVE GAME at any time, the WHAT SHALL I DO? message appears on your screen. You will be asked to specify A, B, C, or D. This will allow you to assign a code letter to your game so that you might restore it at a later time.

To restore a save game, type LOAD GAME before you begin a new game. The computer will ask: DO YOU WISH TO RESTORE A SAVE GAME? Type YES, and type the correct code letter (A, B, C, or D). The Adventure will resume at the point which you saved it.

Note: Before you attempt to load or save a game, consult the loading instructions under your individual computer system as listed in this manual.

## COMMODORE LOADING INSTRUCTIONS

Insert cassette and ensure tape is fully rewound. Press shift/run stop. Then press play on tape.

If you encounter any problems loading this cassette please ensure that the tape heads on your cassette recorder are clean.

If problems still persist because of the speed of turbo used on the compilation the Azimuth head alignment even if other tapes load okay.

In cases of alignment difficulty please contact your dealer for assistance.

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LOCATION INDEX

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COMMODORE 64/128 COMPATIBLE

▶ AS SEEN ON TV

# COMPUTER



▶ 1	BRIAN JACKS SUPERSTAR	▶ 6	HARRIER ATTACK
▶ 2	ANCIPITAL	▶ 7	HUSTLER
▶ 3	SEASIDE SPECIAL	▶ 8	CHUCKIE EGG
▶ 4	JINN GENIE	▶ 9	SPACE PILOT
▶ 5	SPECIAL OPERATIONS	▶ 10	SORCERER OF CLAYMORGUE CASTLE
Lothlorien		Adventure International	

All programmes are duplicated on both sides of tape

## 10 ORIGINAL HIT GAMES